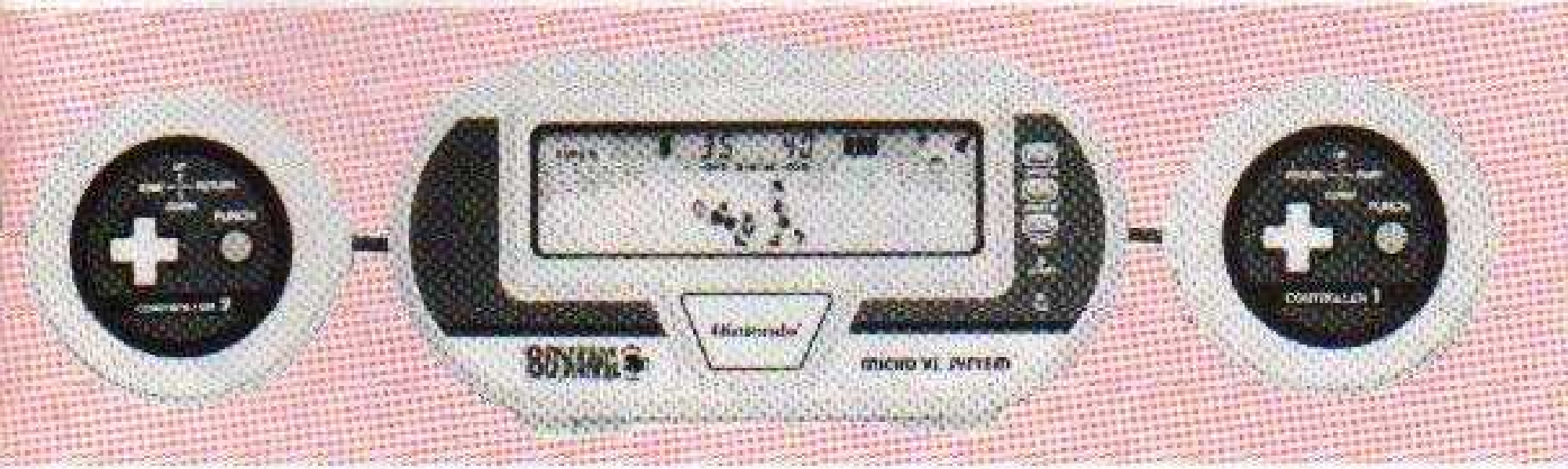
# MICRO VS. SYSTEM™ BOXING

# INSTRUCTION



Nintendo®

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# INTRODUCTION

MICRO VS. SYSTEM BOXING is a new type of game you can play either by yourself (vs. the computer) or vs. a competitor.
Game A is a one-player game (you vs. computer), and Game B is a two-player game (you vs. a competitor).
In the two-player game a handicap can be set so that both skilled and unskilled players can enjoy the game on equal terms.

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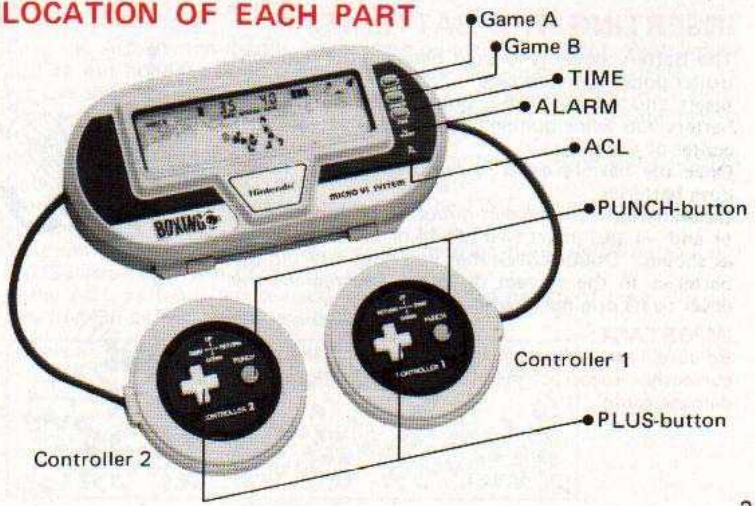
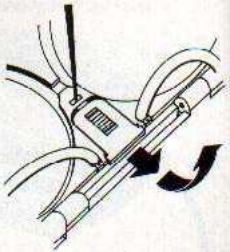
# LOCATION OF EACH PART



## INSERTING THE BATTERIES

The Battery cover is located between the two controller pockets on the case.
Insert and lightly push a pointed object down on battery tab while pulling battery cover towards the center of the game.
Once the battery cover is removed, lift up to expose batteries.
Carefully note the correct direction of the batteries (+ and −) and insert two LR-44 or SR-44 batteries as shown. Doublecheck that you have inserted the batteries in the correct direction and replace the cover to its original position.

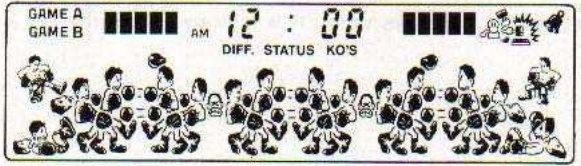


**IMPORTANT:**
Be sure that the batteries are placed in the game correctly. Incorrect installation and direction may damage game.



## TIME SET

Push the ACL switch lightly with a sharp pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated. To set the time without canceling the max. straight winning record or alarm time setting, press the time key and, while holding it in, press and release the ALARM switch.
By pressing the PLUS-button, you control the hours. (Check the AM/PM time.) The PUNCH-button controls the minutes.
When you have set the desired time, press the TIME key and the clock will start.
You can set the time or alarm time by pressing the PUNCH-button and PLUS-button on either CONTROLLER 1 or 2.
If the ACL switch is left pressed for an extended period of time, the battery life will be shortened considerably.



## ALARM SET

Push ALARM switch lightly with a sharp pointed instrument and bell will appear in upper righthand corner. (If bell does not appear, push again.) Alarm is set when the bell is on the screen.

By pressing the PLUS-button, you control the hours. (Be sure to check the AM/PM time.) PUNCH-button controls the minutes.

After setting numbers in the above manner, push the key to set the alarm time. When the pre-set alarm time is reached, the ALARM bell appears.

The bell flashes and rings for about one minute. To turn off manually, press the time key. (When your MICRO VS. SYSTEM is in the game mode during alarm time, the bell appears, but without the sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.



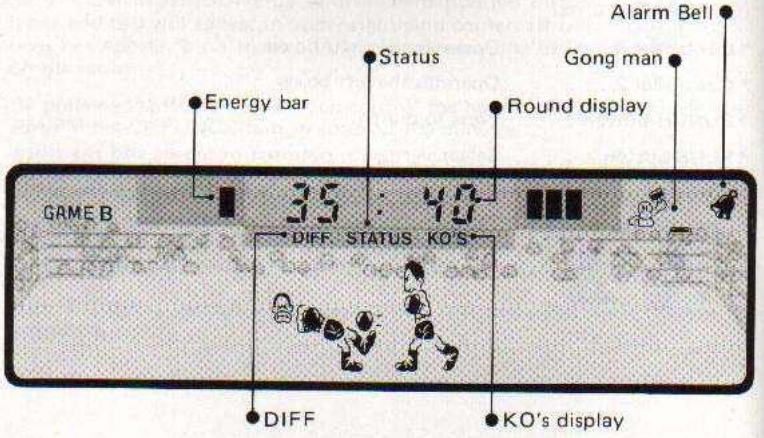
## NAME OF EACH PART

### (Control Buttons)

* **Controller 1** . . . . . .Operates the right boxer.
* **Controller 2** . . . . . .Operates the left boxer.
* **PUNCH-button** . . . . .Press to punch.
* **PLUS-button** . . . . . .Select vertical movement of gloves and the sway of boxers to avoid a punch.

The right boxer sways with the right side of PLUS-button pressed, and returns to an upright position by pressing the left side of PLUS-button. The left boxer moves in the reverse manner.

## (Game Screen Display)






* **Round display** . . . . . .Displayed before each round starts.
* **Gong man** . . . . . .The Gong man appears and hits the gong to start and end each round. Shortly before the end of a round scores start to flash.
* **KO's display** . . . . . .Maximum straight winning record vs. computer.
* **Energy bars** . . . . . .Reduced by one each time a boxer is punched. When all bars disappear the boxer is forced to take a step backward.

A knockdown is recorded when a boxer is driven into a corner on the screen and is punched in rapid succession until all bars disappear.
Bars are reset when a boxer is forced to take a step backward (when all bars disappear) or when he gets up off the canvas.
Each time a boxer gets up off the canvas, the number of bars reset are reduced by one less than the previous number. The reduction stops when the number reaches two.
Only one bar is reset when STATUS (described later) is at 0.

* **Status.** . . . . . .Indicates stamina of boxer and starts from 50:50.

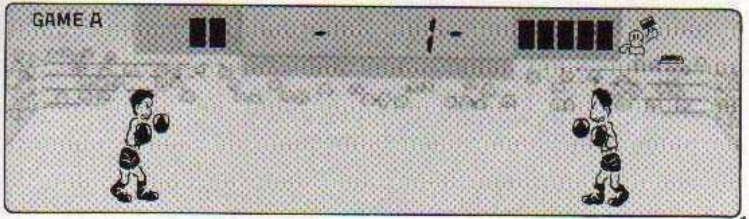
Points are lost as follows:
1 point when a boxer is punched.
3 points when a boxer is forced to step backwards.
5 points for the first knockdown in a round.
6 points for the second knockdown in a round.
7 points each for the third knockdown and each successive knockdown.

Only one energy bar is reset when the STATUS points are reduced to 0. At this time a boxer is defeated by a KO.

A game consists of nine rounds and the free knockdown system (no limit to the number of knockdowns per fight).
A game is over when a boxer is KO'd or when boxers continue fighting through the final round. Without a KO, the boxer with more STATUS points wins by a decision. If both boxers finish with the same number of points, the game ends in a draw.

## (Game A)

* Game A is a one-player game, you vs. computer.



* Operate the right boxer with Controller I (right). The left boxer is computer-controlled. When Game A key is pressed, the previous high KO's record is displayed. With the key released the game starts.

* At the beginning of the game the player's boxer (right) has five energy bars, and the computer's boxer (left) has two. The number of bars on the computer's boxer increases by one, each time the player's boxer defeats five competitors. Maximum number of bars is five (strongest competitor).
* A game is continued until the player's boxer is defeated or he fights a 9-round draw with the computer's boxer.

Maximum KO's record displayed is 99.

### (Game B)

* Game B is a two-player game. Operate the right boxer with Controller 1 (right) and the left boxer with Controller 2 (left).
* Press the Game B key twice to start a game.

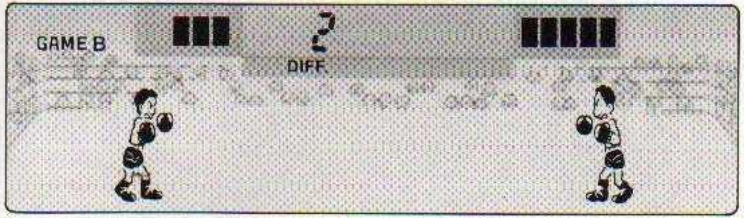


## HANDICAP GAME

In a two-player game (Game B) a proficient player can be handicapped to play games on an equal level with his competitor.

### (How to Handicap)

* The left boxer alone can be handicapped.
* Pressing Game B Key sets the handicap mode, DIFF. (difficulty) will be displayed. The number of energy bars for the left boxer changes (5—4—3—2), each time the punch key on Controller 1 or 2 is pressed. The less number of bars, the weaker the left boxer becomes. Select the desired number of bars, and press Game B key to start a handicap game.



## PAUSE FUNCTION

A one-player game (Game A) can be paused by pressing PUNCH-button on Controller 2 (left).
The Pause is released automatically after about four minutes. To release earlier, press PUNCH-button on Controller 1 (right).

## REMARKS

All mode keys (Game A, Game B, TIME, ALARM, and ACL) can be operated during a game. With these pressed, a game is terminated automatically. If no keys are pressed within four minutes during a game, the TIME mode is reset automatically (except during Pause in Game A).



## CONTROLLERS

* To remove controllers from the main body, hold controllers and pull out the cords slowly.
* To play a game with the main body closed, insert cords into holes located at both ends of main body.
* To rewind cords, turn the reel slowly in the direction of the arrow (clockwise), and wind the cords up to the red marks. If cords are too tight, carefully pull out and wind again.
* Store the controllers in the upper housing (display screen side), then carefully close main body.

**IMPORTANT:** IMPROPER HANDLING OF CONTROLLER CORDS MAY CAUSE DAMAGE.

## CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature. Avoid heavy shocks to the game.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperatures, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to see.)
5. Do not use batteries as toys. To be used only as intended for use in this game.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner, benzine or alcohol for wiping.



## Batteries and Liquid Crystal

### Batteries

1. When batteries are removed from this game unit, be sure to keep them out of the reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. To be used only as intended for use in this game.

### Liquid crystal

* The liquid crystal uses glass parts. It should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

## SPECIFICATIONS

| | |
|---|---|
| Dimension | : 158 mm(W) x 86 mm(H) x 24 mm(D) |
| Net Weight | : 187 g (Including Batteries) |
| Battery | : Two Alkali-Manganese batteries (LR-44 or SR-44) |
| Life of the battery | : Approx. 5 months with one hour play a day(LR-44) |
| Time display | : 12-hour system, hour and minute |
| Accuracy of the clock | : Average daily differential within ±3 secs. (Under normal temperature) |
| Alarm | : Set in 1-min. intervals. |
| Working temperature | : 50°F ~ 104°F (10°C ~ 40°C) |



MEMO

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